

PRODUCT OVERVIEW

A uniquely complete interactive 3D experience where the user is invited to build and to play in a very much alive Lego town. The user is a citizen of this town and is immersed in continuous role playing adventures and creative problem solving activities where "fun" is the operative word. It is easy to play but difficult to master.

INTRODUCTION

The product starts with an intro animation. The Lego logo is center screen. It rotates forward. The other side is the title logo for the product. Once in position, it rotates forward. The other side is a window. Lego bricks come flying out, very rapidly, very explosively, towards the viewer and off screen. The window now rotates forward. The other side is a Lego building base. View zooms forward and slightly rotating as a fast-build occurs. A building is in place. The view pulls back and rotates upwards to a "bird's-eye" view revealing a town on an island. The view now zooms forward, towards the town. A police helicopter passes from off screen from viewers perspective. Once the view has arrived at street level an animated Lego car appears and an animated cursor appears and selects it. The view is now first person behind the dash of the vehicle. The vehicle now speeds off down a road that introduces the user to a rapid demo presentation. Vehicles, people and action are dramatically in progress. The car stops in front of the hotel. The door opens. The view exits car and enters the hotel lobby. The user is greeted by the hotel concierge. "Hello and welcome to Lego town...". Music and sound effects play an important role from the start. Map of the town is visible. Interface features are introduced. The concierge describes the town. The user is requested to register. This is the users logon name for saving and restarting. Once the user is registered, the product begins. The view rotates and the user is now outside free to select or explore. Whatever is selected, is activated. When the user selects a person, the user is that person. When a user selects a vehicle, he or she is behind the dash ready to go to discover, play and interact with the program features.

PROGRAM FEATURES

Build View, Design / Layout View, Game / Mission View, Explore View, Mission Editor View, Environment, Inventory, Rewards, Hotspots, Surprises, Interface (Switching from View to View), The town, The Store, Museum, Factory, Special Features.

Views

Explore

- Third person perspective view of the whole town
- Click on where to go
- City is fully active
- Game starts here

Editing Views

Build

- Build objects brick by brick
Buildings, people, vehicles
Drag & Drop pieces/assemblies into the space
Rotate and position pieces
- Edit
- Repair
- Save / Save As (save to floppy)
- 3D Cube-like environment
- Group & Ungroup operations
save to inventory

- Select Colors

Design / Layout

- Top view of the town plan
- Select and place building bases
- Select and place pre-fabs { supplied or created} buildings, vehicles, people,etc.

Character Design

- Customize people categories
- Select faces, clothes, roles

Mission Editor

- Capture activity from game / mission
- Save

Decal Editor

- 2D bitmap editor for faces, signs, etc.

Games / Mission

- First person
- Assume role / function
- Select person
- Accomplish goals / levels
- Explore
- Earn rewards
- Drive Vehicles
 - 2D control panel
 - Start on auto pilot / tutor
 - earn licenses
- Missions
 - 1) Task specific missions (per job)
 - 2) Problem specific (any citizen can solve)

Missions are presented in level structure with advancing complexity.
Rewards follow successful completion of each level.
- Roles / Citizens
 - POLICE
 - motorcycle cops, squad car driver, paddy wagon driver,
 - Helicopter pilot, criminologist, police boat captain, prison guard

TRICKSTER

The Lego town bad guy

HOTEL STAFF

Speed boat driver, Life Guard, Guest (lounging, swimming, hiking, fishing), Chef

MARINA

Jet skiers, Boat race judge, Coast guard, Dune Buggy Drivers

SEA SIDE VILLA

Yacht Captain, Guests (dining, lounging), Chef

SNAKBAR

Owner

RESTAURANTE

Chef, Musicians, Guests

HOSPITAL

Ambulance driver, Nurses, Patients

SUPERMARKET

Delivery person, Cashier, Customer

PIZZARIA

Pizza maker / owner

GAS STATION

Service Attendant, Mechanic, Owner / Manager

UNIVERSALS

Motorcycle, Dunebuggy, Bicycle, Push cart Person, Hot Rod

Driver, Jeep Driver

Parrot, cat, shark

Mission Examples:**Rewards**

- Licenses to operate vehicles
- Extra bricks
- LEGO bucks (internal use)
- LEGO bucks (discount coupons)

Hotspots / Surprises

Available throughout all views

- secret passages, keys to locked doors, extra pieces
- misc. items when selected will perform.
phones, Tvs, radios, drawers, etc.

Inventory

- *N* Universal sets
- Police set
- Pre-fab structures
Vehicles, building, houses, hotspots, people, animals,decorations

Levels**Town****Special Features**

- Print
- Video / ads
- Tours
- Information / facts

Interface design (switching from view to view)